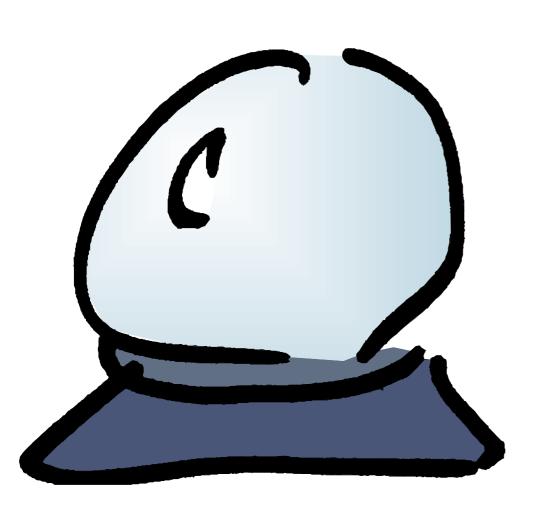
Internet Futures



Acknowledgement to Anders Rockstrom of Telia Sonera, whose presentation on this topic had a profound impact on me — he presented his arguments so clearly and simply it was just an irresistible message.

Thanks Anders!

Geoff

purpose:



share some thoughts about the Internet and its future

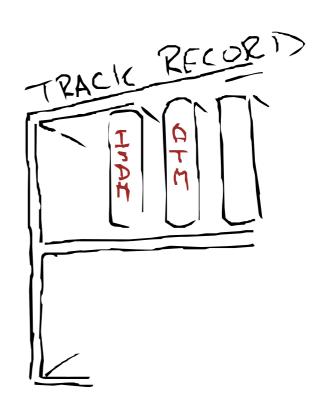
think about some of the major factors that will shape our future

The mainstream telecommunications industry has a rich history



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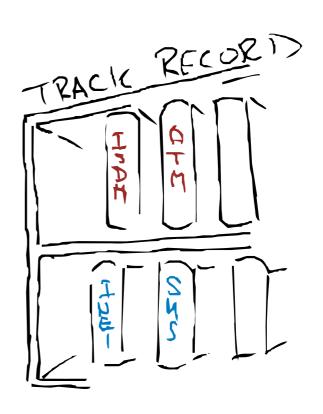
...of making very poor technology guesses



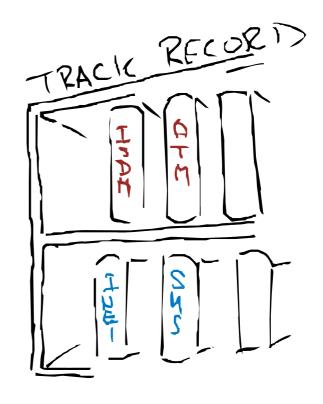
The mainstream telecommunications industry has a rich history

...of making very poor technology guesses

and regularly being taken by surprise!



could we do a better job?



One approach:

1. Observe the situation and what's happening

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3. Understand where this may lead us and what options may be presented on the way

One approach:

1. Observe the situation and what's happening

- 2. Believe what we see difficult one!)
- 3. Understand where this may lead us and what options may be presented on the way





From telephony to chat to mashups to p2p to ?



Service Profile Choices

open collaboration framework open vs walled garden Bundled services

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specialization infrastructure vs Service / content Vertical distribution networks integration

Service Profile Choices

open collaboration framework open vs

walled garden

Bunded services

specialization infrastructure vs

Service / content Vertical distribution networks integration

Active user networks

user produced

VB

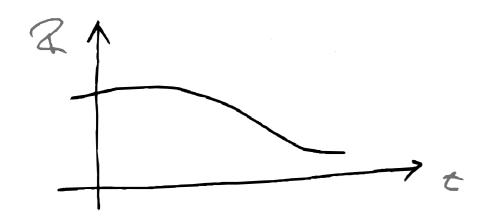
produced

externally Passive users

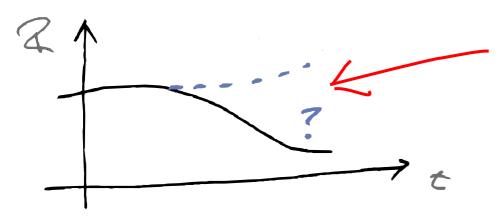
From telephony to chat to mashups to p2p to ?



What's Happening Today: Declining Revenue Profile for incumbent telcos



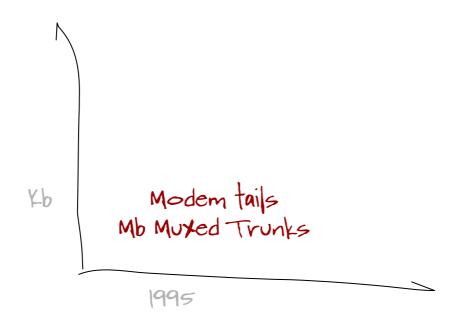
Whats Happening Today: Declining Revenue Profile for incumbent telcos



How to fill the gap of the Internet's revenue leak?

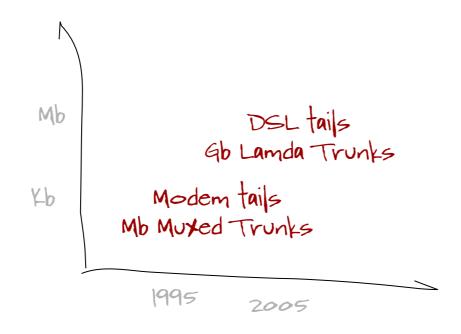
Whats Happening Today: Demand for Bandwidth

What mass market customers want for \$25 per month!



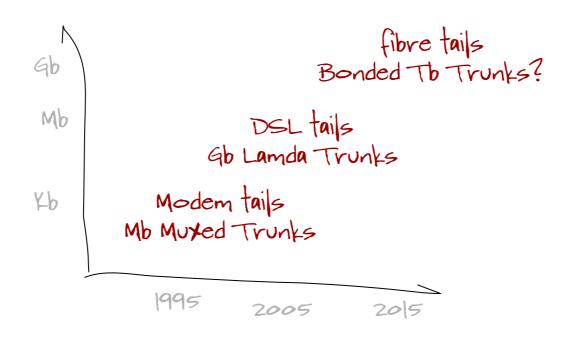
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Whats Happening Today: Demand for Bandwidth

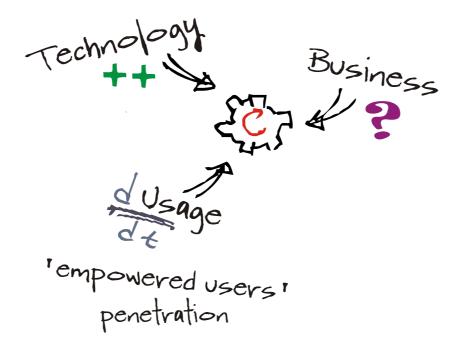
What mass market customers want for \$25 per month!



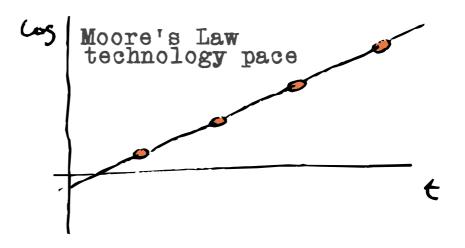
driver dimensions



driver dimensions

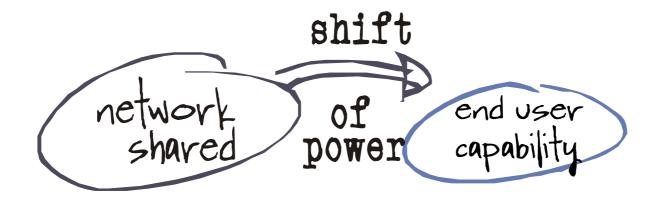


fast refill enabling windows



surplus
fast refill
enabling windows
see it ... seize it

technology push and network architecture



technology new production paradigms

"Over the top" applications



new production paradigms

"Over the top" applications

a 'network—service' produced outside of the 'network'

Content production is a commodity application that users sustain through sharing, rather than a valuable service that is produced externally through dedicated production channels

technology surplus enables divergence for simplicity and performance

technology surplus enables divergence for simplicity and performance

QoS IMS Network VPNs

surplus enables divergence

for simplicity and performance

QoS IMS Network VPNs

Pho need for convergence

surplus enables divergence

for simplicity and performance

QoS IMS Network VPNs

Pho need for convergence

Web enabled user generated content

facebook doppler youtube wikipedia

surplus enables divergence

for simplicity and performance

QoS IMS Network VPN

Pho need for convergence

Web enabled user generated content

facebook doppler youtube wikipedia heterogeniety

convergence complemented with divergence

interoperability

when there is a for it





usage = scaling



Please send heaps more... bandwidth

switching fibre routes
routing

addressing delivering

silicon density
memory speed power heat dissipation
storage efficiency

usage = scaling



Please send heaps more... bandwidth

switching fibre routes
routing

addressing delivering

silicon density
memory speed power heat dissipation
storage efficiency

usage = scaling

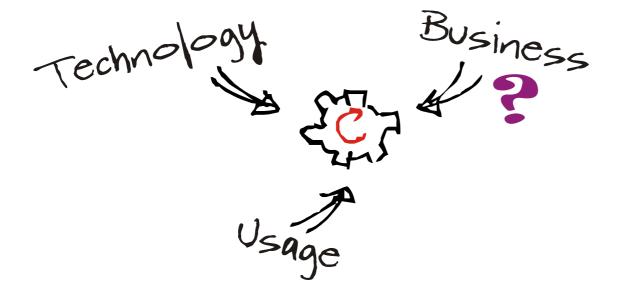
But is bigger always cheaper?



Please send heaps more... bandwidth storage switching fibre routes routing addressing delivering silicon density power heat dissipation storage efficiency

usage = scaling

But is bigger always cheaper? when its not? and what happens when its not?



```
convergence
seemlessnet
NGN - . . .
triple play
```

convergence

seemlessnet

NGN - . . . triple play

* Everone is talking about it

convergence

seemlessnet

NGN - . . . triple play

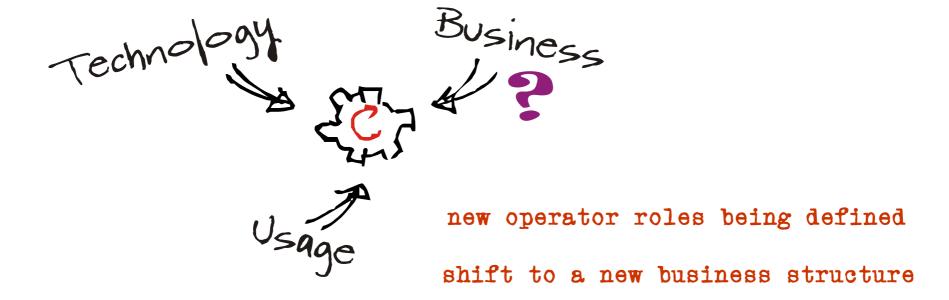
- # Everone is talking about it
- Few have actual experience

convergence

seemlessnet

NGN - . . . triple play

- * Everone is talking about it
- Few have actual experience
- and the actual experiences are mostly failures



.. involving users and other stake-holders

Packet pushing is a commodity utility activity

Low margins Low barriers to entry

No product differentiation

Valued services are overlays to the network

□ Packet pushing is a commodity utility activity

Low margins Low barriers to entry

No product differentiation

Valued services are overlays to the network

□ Traditional revenue streams are vaporizing

Wired telephony Business data products

Local Access
monopolies
Mobile telephony

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Wired telephony Business data products

monopolies

Local Access Mobile telephony

Investors remain nervous about telcos

Cost of capital is high
Consumers are fleeing legacy telcos in the face of price gouging
Shareholder returns need to stay high No residual expertise left in-house

My personal view sees the following.

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network

commodity utility network operation

high capacity packet pushing

My personal view sees the following...

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commodity utility network operation

high capacity packet pushing

user - drive, production p2p, content, ...

User-centric applications, not network-centric services

Value shift up the protocol stack

My personal view sees the following.

network
commodity utility
network operation
high capacity
packet pushing

/USET - drive, production p2p, content, ...

User-centric applications, not network-centric services

Value shift up the protocol stack

Reinvention:

involving users new partners

and different business models

Drilling down...

So far this is all rather abstract

Drilling down...

So far this is all rather abstract

Lets take a more detailed look at some specific technologies

Drilling down...

This is all rather abstract, the shape of the mistakes

Lets in mind that round in the round

And bear oftenobe detailed look at

Puture past. The past.

IP was just so simple...

			<u> </u>		
Version	IHL	Type of Service	Total Length		
Identification			Flags	Fragment Offset	
Time To Live		Protocol	Header Checksum		
Source Address					
Destination Address					
Options					Padding

Hop-by-Hop stateless forwarding
Datagram transmission
End-To-End data integrity
Decoupled resource management, topology management

What could possibly go wrong?

Multicast

Multicast

MPLS

Multicast

MPLS Congestion Control

Multicast

Buffering and Queues

MPLS Congestion Control

Multicast

Buffering and Queues

MPLS Congestion Control

200

Multicast

Buffering and Queues

MPLS
Consistent Speed Consistent Speed

Multicast

Buffering and Queues

High Speed MPLS
Consistent Speed Congestion Control Qos

Multicast

Buffering and Queues

Uttra High Speed

High Speed Congestion Control

Consistent Speed Congestion Control

Gos

Multicact

Delay

Buffering and Queues

Consistent Speed

uttra High Speed
High Speed
Congestion Control
Gos

Multicast

Delay

Buffering and Queues

Ultra High Speed

High Speed

Consistent Speed

MPLS

Congestion Control Qos

Load Management

Multicact

Delay

Buffering and Queues

Ultra High Speed

High Speed

Consistent Speed

MPLS
Congestion Control Routing
Cos
Load Management

Multicact

Identity and location overloading

Buffering and Queues

Ultra High Speed

High Speed

Consistent Speed

MPLS Routing.
Congestion Control Qos
Load Management

Multicast

Identity and location overloading

Packet quantization and fragmentation Delay

Buffering and Queues

Ultra High Speed High Speed

Consistent Speed

MPLS

Congestion Control Qos Load Management

Routing

Multicact

Identity and location overloading

Packet quantization and fragmentation

IPV6

Buffering and Queues

Ultra High Speed

High Speed

Consistent Speed

MPLS Routing Congestion Control Cos Load Management

Multicast

Identity and location overloading

Packet quantization and fragmentation

IP16

Buffering and Queues

Tunnels

Ultra High Speed

High Speed

Consistent Speed

MPLS

Congestion Control Qos Load Management

Routing

Multicast

Identity and location overloading

Packet quantization and fragmentation

IPV6

Buffering and Queues

Tunnels Transition

Ultra High Speed High Speed

Consistent Speed

MPLS Routing Congestion Control Cos Load Management

Multicast

Identity and location overloading

Packet quantization and fragmentation

Jitter Delay IPv6
Buffering and Queues Tunnels IPv6 Transition

Ultra High Speed High Speed

Consistent Speed

MPLS Routing Congestion Control Cos Load Management

Multicact

Identity and location overloading

Packet quantization and fragmentation

Delay IPv6
Jitter IPv6 Transition
Buffering and Queues Tunnels
Wireless
Whigh Speed
High Speed
Congestion Control
Onsistent Speed
Load Management

Consistent Speed

Multicast

Identity and location overloading

Packet quantization and fragmentation

(in)security Delay IPv6
Titter Tunnels
Tunnels
Wireless

Ultra High Speed
High Speed
Congestion

MPLS Routing
Congestion Control
Qos
Load Management

Consistent Speed

Network Management

Multicast

Identity

Identity and location overloading

Packet quantization and fragmentation

(in)security
Delay IPV6
Titter Tunnels
Tunnels
Wireless

Ultra High Speed

High Speed

Consistent Speed

MPLS Routing
Congestion Control
Qos
Load Management

What really needs to work...

Network Management Multicast Identity and location overloading Packet quantization and fragmentation Delay. IPv6
COUNCIPv6 Transition Buffering and Qu Ultra High Speed High Speed Congestion Control Qos Consistent Speed

Load Management

Where to from here?

Where to from here?

What 'worked' for the Internet was the shift of control from network to edge

Where to from here?

What's giving us some grief is the overloading of location and identity

What 'worked' for the Internet was the shift of control from network to edge

And if we want to scale further we need to understand flow dynamics and feedback control systems to pack the elephants and mice into the same wavelengths or into the same spectrum frequency

Where to from here?

What's giving us some grief is the overloading of location and identity

What 'worked' for the Internet was the shift of control from network to edge

In thinking about a future Internet

There's no need to clean the slate

There's no need to clean the slate

Nor to forget everything we've learned about packet networks so far

There's no need to clean the slate

Nor to forget everything we've learned about packet networks so far

But we need to think about a future that is way beyond today's Internet

And as we look at the evolution of the technology there are probably two important design principles to bear in mind ...





a closing thought

I'm probably going to be proved wrong as much as I may be right with these thoughts. There is no certain track of progress here.

Each shift of the Internet's use paradigm through innovation is as much a surprise to the innovator as it is to everyone else

Which is probably a very good thing!